

March 1987

TWIN CITIES ATARI INTEREST GROUP

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Taig BBS 612/522-2687

Membership Renewal

You may renew your membership at any TAIG meeting, or send a check for \$15.00 (made out to "TAIG"), to:

Nathan Block
2656 Georgia Ave. South
St. Louis Park, Mn. 55426

Newsletter Exchange & Article Submission

If you represent another Atari Users Group that wishes to exchange newsletters, please mail a copy of your newsletter to Cory Johnson at the address below.

Articles should be submitted in standard text files, such as Atariwriter, Hometext or Speedscript. If you don't own a wordprocessor send printed or typed text (make any diagrams or schematics legible also, we can't reprint what we can't read) to:

Cory Johnson
1835 Shadyview Circle
Plymouth, Mn. 55447

Articles may be uploaded to the BBS. Please leave a short description in the FIS system, and label the article as such when the BBS prompts you. The BBS Number is 612/522-2687

Storage media will be returned at the next meeting.

This Month

Ray Douglas, Sysop of TCCN and former host of the Computerline radio show will be our guest speaker.

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ST DS Drive swap
By John Pellet
Reprinted from DAL-ACE

Some of you have noticed my recent report on my experiences swapping the single-sided drive in one of my 3.5" SF354 drives to a double-sided drive. For those of you with an interest, here is a detailed report of that operation.

First, the warnings and disclaimers. While it would be difficult, you can ruin parts of your computer while doing this. And opening the case will certainly void your warranty. So consider carefully before you begin. Also, all of the instructions below pertain to the older drives with the small, square eject button. I have not seen inside the newer drives, with the large eject button, like in the 1040, so I can't vouch for any similarity. Finally, I did all of this and still encountered problems. Occasionally when booting with the new drive as drive B, I couldn't get the computer to recognize the second drive (double clicking on B produced "Insert disk B in drive A" message). This was an intermittent problem until Larry Dineen told me that when using double-sided drives, you had to have a disk in the drive BEFORE turning on the computer. Since I've made sure to do this, the glitch has not reappeared. I can't tell you why the double-sided are different, but evidently they are. Now on to the goodies!

The first thing you have to do is to remove the old drive. This can be accomplished as follows. Remove the four screws near the corners on the bottom of the drive. This allows the top case to be removed. To do so, lift it first at the rear, after carefully freeing the connectors, then slide it forward, freeing the eject button. This will leave you with the bare drive, in its shield, attached to a small daughter board at the rear. Now you can remove the three screws that mount the drive to the bottom case, and remove the drive. Now you need to remove the metal shield from the drive. This is done by removing the two screws in the side of the drive, then sliding the shield off the rear of the drive. It may be necessary to loosen the shield by removing the tape strip on the bottom (This strip holds the shield together, so try to keep it in good shape if you remove it). Now you should have a bare drive, connected via black ribbon connector, and white power connector to the daughter board. The last step is to CAREFULLY remove these two connectors. They just slide off but DON'T pull on the cables to remove them. They may be carefully separated with a small screwdriver, or similar tool. Ta Da! You're finished taking things apart.

There are a couple of pieces you need from the old drive, namely the faceplate and the eject button. The button can be snapped out of the old lever by pushing either of the snaps free from the button. The faceplate is attached by two screws from the top down in the

drive mechanism. They are easily removed with a magnetic screwdriver.

Now you need to get the double-sided drive ready to install. The faceplate and eject button should be CAREFULLY reinstalled on the new drive. Somewhere on the top board are two adjustments you must make for the drive to operate properly. First, you must set it to D0. There will be a small jumper assembly, probably near the black connector, with jumper points labeled D0, D1, and maybe D3, and D4. If you don't get the drive set to D0, the motor will spin but you won't be able to access the drive. The drive is probably set at the factory to either D0 or D1. A small but critical adjustment.

The second thing you must do is the only tricky part. The terminating resistor must be replaced with the one from the SF354. If you don't remove the supplied version, everything will work, and seem to be all right. However, if the original resistor resistor pack is left in, computer problems may ensue. It appears that with the resistor pack installed, the drive draws too much current from the computer, causing intermittent crashes. At least those were the symptoms I encountered, which I eliminated when I removed the resistor pack. Without the original from the SF354, 2 drive systems will be fine, but you can't write to the new disk if its the only one in the system. Therefore, if you ever plan to use the new drive as the only one in the system, replacement is REQUIRED. The terminating resistor package is an inline multi-pin red resistor package, labeled RA1. It is probably located near the drive jumpers, between the black connector and the head, on the top board. On my factory single sided drive, it is soldered in place and you have to desolder it carefully to use in the new drive. Then you can unplug the new one and replace it with the one from your SF354. Each has some gray writing on one side and should be replaced with the same orientation. The SF354 version has one fewer pins, but it seems to work fine.

With this completed you are ready to put it all back together. The first step is to put the metal shield back on. It only goes one way which allows the screws to fit and access to the connectors. If your tape is somewhat worse for wear, you can tape over it with some package tape, like I had to do. Once you've screwed the shield down, plug the black and white connectors to their appropriate points. Now screw the drive back to the lower case. Now come the only tricky part of the reassembly. Carefully fit the eject button in the upper case front, then turn the whole thing upside down and snap the daughter board to the locating pegs in the upper case (these pegs locate the daughter board and receive the case mounting screws). The two case halves will then snap together and you can reinstall the four corner screws. Now you have a double sided drive in your single sided case.

Should you make the swap? It depends. I had a

single sided drive that was going bad, so I needed to do something. And I have filled up almost 10 data disks in the year that I've had the machine. So the under \$100 for the bare drive made a lot of sense to me. But I still had to fiddle with it for a couple of weeks to gather the above information

SysOp Notes
By Tom Green

On February 21, while adding text files to the BBS's database, the Hard Drive went crazy and wrote the files I was adding all over the messages in the message base. I'm not sure what caused it to do this. It may have been MYDOS 4.0, but I have always used MYDOS on the hard drive, and this is the first time anything like this has happened. It also could be that something in the interface or controller got messed up. Since I don't want this to happen again, we will be shutting the BBS down for one day each month, to let the hard drive take a breather. We will let everyone know when it will go down a few days in advance.

I hope everyone is reading my articles on using the BBS, you may find something in there that you didn't know the BBS was capable of doing.

There are a few other problems with the BBS, and I have been trying to get at them. But I haven't had as much time as I would like to work on it. I am doing all that I can. As far as I know the problems are only in the 'L' function and in the File Information System. If you see any other problems let me know.

TAIG is selling the old 300/1200 Bps Signalman Modem. It works fine when used for calling other BBS's. It is not able to run 24 hours a day though, if it is run constantly, you need to turn it off and back on about every day in order to get it to answer the phone. This is ONLY problem with it. We are asking \$100 for it, if you interested let either Steve, Cory or me know.

We need newsletter articles and programs for the DOM. If you have ANYTHING you want to contribute, upload them to the BBS and let us know what the file was that you uploaded. That's about it for this month. Talk to you all later.

Presidents Notes for March 1987
By Steven Ingalsbe

Well, it is March already, and that means nominations for the April Officer elections. There are four (4) positions that are voted on on a yearly basis. They are President, Vice President, Treasurer, and Secretary. One thing that I would like to remind everybody of, is the fact that only members are allowed to vote in the elections. If you do not have a membership card, then talk to Nathan Block this month so that you will be able to vote next month. Also, it is one vote per membership, so if you have a family membership, only one person will be able to vote. In the past we have always used a show of hands to vote for the new officers, and we have had nonmembers walk in and vote. We are trying to correct that problem, so we will be using ballots at this election. Remember, this is YOUR club; it runs thanks to your dues. Come to the April meeting and vote for the people that you would like to have running the club. Also, if you would like to run for office, feel free. All of them are important positions, and we hope that we get a lot of interest from people wanting to run. If you don't want to run for any of these positions, you could help out by volunteering for one of the non-elected positions. We are currently looking for people to fill the following positions:

- 1) ST Chairman
- 2) ST Disk of the Month (DOM)
- 3) 8-bit Disk of the Month
- 4) Demonstration Co-ordinator

Here is a small breakdown of the responsibilities of each job:

1) ST Chairman- This person would be in charge of ST news, rumors, and oversee all phases of the ST Special Interest Group (SIG).

2) ST DOM- this person would be in charge of putting together the public domain software that we sell for the ST. This is where the club gets alot of its money, and where new users can pick up some cheap, legal software. We get the software from many sources, trades with other groups, Bulletin Board Systems (BBS's), and donations. If you donate a disk with one or more programs, and we use them, you will receive a free DOM. If we don't use your program, you still get your disk back.

3) 8-bit DOM- the same as above, except they are 5 1/4" disks for the 800/400/1200/XL/XE systems.

4) Demonstration Software- this person would be in charge of lining up demo's for the meetings. You could be in charge of both 8-bit and ST, or do just one of them. We have 3 local merchants who work closely with us, Alpha-Tech, User Friendly, and Wizard's Work.

(Thanks for your support!)

So, if you are interested in any of these positions, please talk to one of the officers.

I would like to thank Bill and Kathy Sommers for donating a 810 disk drive to the club! We can always use more equipment, and really thank them for the donation, and for all of the work that they have put in over the years as the ANALOG DOM sales people.

Last month was the Open House, and everybody deserves a hand for making it a success. We got about 25 new members, and we hope that they will all attend meetings, and maybe even help out with the club! One problem did arise at the open house that I think needs to be cleared up; that's the official policy for selling products at the meetings. MEMBERS are allowed to setup a table, at any meeting, free of charge. That is one of the benefits of membership. However, we had several non-members setup tables at the open house. We, as members, have to pay for the use of the meeting rooms, so we do NOT allow non-members to setup free of charge. If they want to setup they must either join the group, or pay \$10 to setup at one (1) meeting. The same rules apply for vendors. Most of the ATARI vendors in the area are members, and they are invited to show their wares at any meeting.

I hope to see you all at the March TAIG meeting, March 29, 1987 at 7:00pm.

A SPECIAL INVITATION TO ATARI USERS

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	1 Stop Bit
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	300, 1200, and 2400 bps

Last month I discussed logging on to the BBS. This month I will explain some of the commands available from the Main Menu. Whenever the BBS is sending data you can pause the transmission by pressing Control S, to resume the transmission, press Control Q. To abort the transmission of a text file coming from a file open to the disk drive you can press Control C. The main menu and several other text listings cannot be aborted.

I will start explaining the commands from the beginning of the list and go straight through them in alphabetical order.

A-ATASCII/ASCII Toggle is used to change from ATASCII mode to ASCII, or vice-versa. If you call in ASCII, and want to switch to ATASCII, you would enter an A from the main command prompt and the computer will tell you to switch to ATASCII and hit return. You then have to go to the main menu of your terminal program, switch the translation to ATASCII, go back into terminal mode and hit RETURN. You should now be ATASCII mode. If you don't own an Atari computer or if you don't have ATASCII mode, you never have to worry about this command, it will be set automatically when you log on.

B- The B command is used to get to the bulletin system. You will be asked whether you want to see the bulletins for TAIG, SPACE, or both. After making your choice, the BBS will read through all files in the bulletin directory. To skip a bulletin, just hit Control-C, the BBS will abort reading that file, and will go onto the next file.

C- Check mail. The BBS will go through all the messages in all the message bases that you are authorized for. If there are any messages for you it will tell you the message base name, the number of the message, and who the message is from. Doing a C will NOT check your Email. You are informed when you log on whether you have Email or not.

D-Download a file. You first need to know the name of the file you want to download. After finding out the name, (See the F command) you enter the name when the BBS asks for the filename. You will then be asked whether you want to see the file information, if you respond in the affirmative, you will be shown the date the file was uploaded, the approximate number of bytes in the file, the number of sectors in the file, the type of file it is, and there will be a description of what the file does. After seeing this info you can choose not to download it by entering M for Main menu, if you do want to take the file, enter D. The BBS will say "Locating file..." and in a moment will give a message telling you how long it will take to transfer the file at the current baud rate. If you do not have

enough time left for the day you are calling, the BBS will not allow you to download it. After this the BBS will ask if you want to use Xmodem protocol, which is an error checking system used to make sure you get the data right. If the file you are downloading is a text file, you can choose to have it sent NON-XModem. Otherwise you MUST use XMODEM to download the file. Your terminal program also must support XMODEM. After answering the Xmodem question the BBS will load it's buffer and tell you the file is ready to send. Go to your terminal programs main menu, and get set up to Receive the file. If you told the BBS you were going to use Xmodem, make sure you use the Receive option that uses Xmodem. After the transfer is complete, the BBS will go through and update it's files, and will add a download to your password file.

If your ratio of downloads to uploads gets too high, the BBS will prevent you from downloading anything.

E-Enter message. This command will allow you to enter a message in the message base you are in. When you first log on, you are in message base #1 which is General Info. If you want to enter a message in base #6, you would have to enter Z;6 from the main menu. (See the Z command in a future article for more details.) You could also enter Z;6;E from the main menu, this would switch you to base 6 and immediately put you into the message editor. Putting more than one command in a single entry is called Stacking Commands. This can be done in several places. Say you want to download the file named TESTER, from the Main Menu you can enter D;TESTER. The BBS will not ask you the filename then, since you already entered it. You don't have to use a ; between the commands, you can use any character you want. In my examples I will use the semicolon.

After getting into the Enter message section, you will be asked who you want to send the message to, enter the persons name. Make sure you spell it right, otherwise the person may not get it, and definately won't get it if you make it a private (Secure) message. After entering the name, the BBS will ask if you want it read ONLY by the person you address it too. If you say yes then only you, the addressee, and the sysops can see the message. If you answer no, then everyone can read it. If you want to send a message to everyone, or no one in particular, you can enter ALL or just press return when the BBS asks who you want to send the message to. Messages sent to ALL cannot be locked. Some people have been authorized to send anonymous messages, if you have this authorization, just let the BBS know whether you want the message left anonymously when it asks.

After entering this information, you will enter the message editor. You start on line 1. Just type in your message, which can be up to 30 lines long if you are in 40 column mode, or 15 lines long if you are in

80 column. If you have WORDWRAP toggled on, you won't have to press return when you come to the end of a line, the BBS will automatically make sure you don't have any words cut off in the middle. If you have WORDWRAP off, the BBS will send a bell character to you, the bell will sound through your monitor or televisions speaker, and it will stop accepting characters until you hit return. Most people leave wordwrap on all the time, and it is on when you call the BBS for the first time.

At the beginning of each line you enter you will see an index number, the index number is to assist you in editing your message. There are several editing feature, all of which HAVE to be entered at the beginning of a line, and must be preceded by a / character. Here is a list of the editing commands and an explanation of what they do.

/H will print out a list of all the editing commands.

/A will abort the message.

/L will List / show you what you have entered so far.

/T will bring you to the top of the message. (Line #1)

/B will bring you to the last (Bottom) line in your message.

/G## Example /G5 will bring you to line 5 of your message.

/S will save the message

Whenever you change your position in the message, by using the /G, /T, or /B commands, the text that is currently residing in that line will printed out. If you want to change something, or correct the spelling, you have to type the entire line in again.

During message entry you can turn the index number off, see the R command (Future article) for instructions on how to toggle the indexing and wordwrap. With index numbers off, you get a better idea of what your message will look like when it is saved, but it will be harder to edit because you won't have the line numbers to go by. Set your indexing to whatever you are comfortable with. When you have the message entered the way you want it, you type /S at the beginning of a new line, the BBS will then save your message.

That is all for this month please stay tuned to this newsletter for more information on the TAIG/SPACE BBS.

Reprinted from JACB
Lords of Conquest
W.E. Brandt

Although I enjoy playing games like Threshold, Shamus, and Boulder Dash, my joystick skills rarely get me past the lower levels. I seem to have much more success with multiplayer games like M.U.L.E. where strategy is also an important part of the game. Consequently when Electronic Arts brought out Lords of Conquest, I immediately went out and bought a copy.

The game is for eight bit computers with at least 48K RAM, and is somewhat similar to the board game of RISK. It is a game of territorial struggle where the object is to "conquer the world". There are 20 different world maps to choose from, and if that is not enough you can ask the computer to custom design a new map for you, or you can design your own. The game can be played by up to four players, or by one person against the computer.

The action takes place in yearly cycles. Each year in turn has phases of production, trading, movement, development, and conquest. Each year's production consists of horses, timber, coal, iron, and gold, which in various combinations can be used to build boats, weapons, and cities. The attack procedure is not complex, but it requires the use of strategy since you may need to shift horses, weapons, and boats to support an attack or shore up a defense. Weapons can only be moved using boats or horses, and horses have only a limited range.

Although the game can be played by a single player against the computer, it is the multiplayer games that are the most stimulating. The multiplayer games bring in the possibility of trading and forming alliances. You have the option of saving the game at several points; however, even at the expert level a complete game only takes about an hour.

The game does have a couple of minor shortcomings. The graphics leave a little something to be desired, and at the expert level it seems to take forever for the computer to decide where it is going to attack. On the other hand, it is hard not to like a game where when the computer is about to lose it says "I haven't a prayer...may I be permitted to withdraw", grants you the title of Lord of Conquest, and plays you a musical tribute! The slogan on the back of the game cover says "Power - you know you love it", but it should really say "Winning a challenging game - you know you love it".

It seems like I just put last month's newsletter together, and here comes the March issue. I hope everyone attends the March meeting with lots of questions for our guest, Ray Douglas.

Beginning in late January, Tom and I sent out a series of letters to different companies searching for info, speakers and demos. The responses have begun to trickle back. I've received demo programs from First Byte and Progressive Computer Applications. The First Byte program demonstrates their educational software with speech synthesis. Progressive Computer Applications sent us a copy of The Graphic Artist. It is the complete program, less save and print routines. The Graphic Artist appears to be a combination of a CAD program and a desk top publishing system. I've also received letters from Aegis and Michtron. We'll wait and see what happens. Tom has been contacted by SSI, Tom also arranged for Ray Douglas to come to this meeting.

Since I don't have ready access to an ST, I haven't run the demo yet, but the printouts they sent along with The Graphic Artist program are very impressive. If you are interested in seeing either demo run, just catch me at the meeting, I'll bring them along. With any luck, a few more packages will be received before the meeting.

Finally, we are in desperate need for articles. If you have any software, XL/XE or ST that you'd like to review, a hardware modification, or simply an opinion, please put it into writing and get it to me. We have a great group, if we pull together we can put out one of the best newsletters out there.

Well, I'll see you at the meeting. Think about any positions you'd be comfortable filling, elections are just around the corner.

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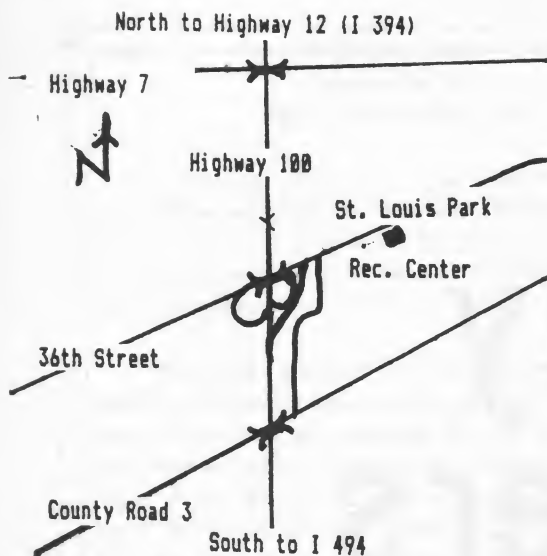
New Policy:

All 8-bit software is now 20% off list price.

All ST software is now 10% off list price.

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65 XE.....	\$	99.95



When and Where does Taig Meet?

Taig normally meets on the last Sunday of each month at the St. Louis Park Rec. Center (see map), 5885 West 36th Street, St. Louis Park.

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Next TAIG Meeting:
Sunday, March 29, 1987

TAIG

7:00 PM